

HOLLOW KNIGHT



GAME MANUAL



team cherry



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1. INTRODUCTION

BENEATH THE FADING TOWN OF DIRTMOUTH SLEEPS HALLOWNEST, AN ANCIENT, INSECT KINGDOM.

Many are drawn beneath the surface, searching for riches, or glory, or answers to old secrets.

Now something awakes within the ruin, a powerful force that turns bugs mad and robs travellers of their senses.

What is the source of this new plague? What calamity befell this once great kingdom?

To solve these mysteries will require a journey into the deepest depths, but some secrets may be better left buried...

2. HOW TO PLAY

Enter the sprawling caverns of Hallownest. Many paths will initially be blocked to you, but discovering new powers and equipment will allow you to progress further.



① MASK SHARDS

Represents the strength of your shell. Each mask can take one hit. If all masks are destroyed the Knight will die.

② SOUL

Your current store of SOUL. Used to heal your Shell and cast spells. Collect more by striking enemies.

③ GEO

The currency of Hallownest, fossilised Bugs that can be traded for goods and services.

④ SOUL VESSELS

Spherical receptacles that allow more SOUL to be carried. They can be acquired throughout Hallownest.

⑤ THE KNIGHT

Players control an enigmatic wanderer who descends into Hallownest carrying only a broken nail to fend off foes.

⑥ ENEMIES

Hallownest's many caverns are filled with dangerous creatures. Cut them down to acquire SOUL and Geo.

3. MOVES



RUN

Hold LEFT or RIGHT to run.
Charge into battle or flee from dangerous foes.



JUMP

Hold JUMP to leap into the air.

Avoid pitfalls, cross chasms and evade enemy attacks.



NAIL SLASH

Press ATTACK to swing your nail, damaging enemies and breaking objects that stand in your way.

Hold DOWN and Press ATTACK whilst jumping to attack below you.

Slash and bounce off the heads of enemies!



LOOK UP & DOWN

Hold UP or DOWN whilst standing still to glance further into the darkness.

FOCUS

Hold FOCUS to consume SOUL and heal your shell.

Gain SOUL by attacking enemies.



ADVANCED MOVES

VENGEFUL SPIRIT

A gift from a friend in the Forgotten Crossroads.

Once acquired, tap FOCUS to cast the spirit.

The spirit is a powerful attack, but consumes SOUL.



MOTHWING DASH

After donning the Mothwing Cloak you'll gain the ability to dash.

Press DASH to charge forward at lightning speed.



WALL JUMP

Find a Mantis Claw to leap from walls and reach new heights.

Hold a Direction into a wall and press JUMP to launch off.

4. MENUS

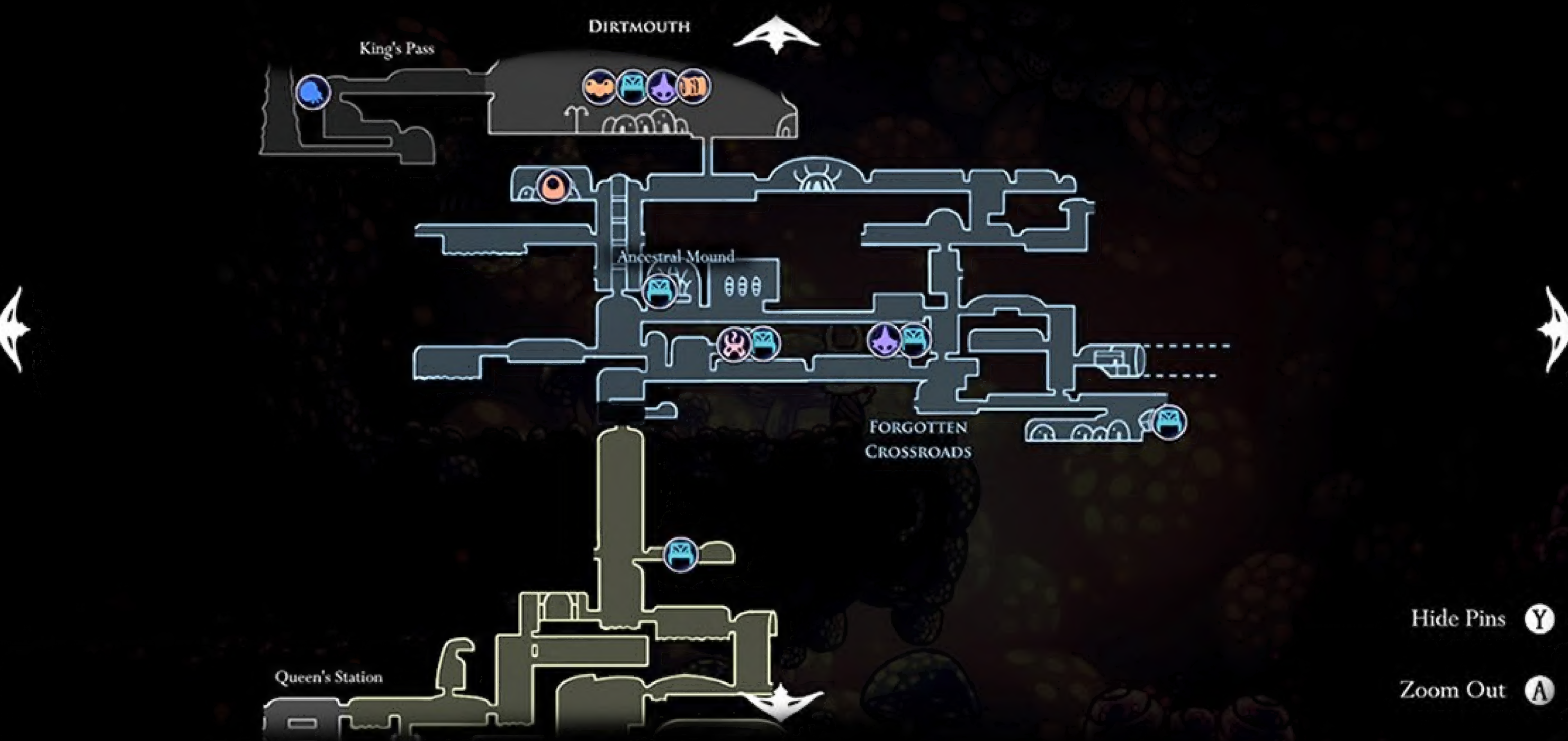


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INVENTORY

Your collected equipment, spells and nail arts. As you progress, your inventory pane will expand with new key items and abilities.

Hover the cursor over an item for a brief description and details on how to use it.



MAP

All currently owned maps are displayed here. Purchased pins are shown atop the maps and can be toggled off or on.

Old Nail

A traditional weapon of Hallownest. Its blade is blunt with age and wear.

Equipped



Notches



Collection



CHARMS

Powerful artifacts that grant unique abilities. They can be purchased or found about the caverns.

Equip and remove charms based on your preferred playstyle. Become a master of spells, a lethal nail champion, or a speedy slug! Countless combinations await.

- Vengefly
- Vengefly King
- Gruzzler
- Gruz Mother
- Tiktik
- Aspid Hunter

Gruzzler

Simple-minded creature that haphazardly buzzes around, bumping into things.

Defeat 8 more to decipher the Hunter's notes.

JOURNAL

Diligent explorers will be gifted a journal on their travels. Use it to record the creatures you've vanquished. Kill more of the same species to uncover the Hunter's notes. Each note grants more insight into the creature, its strengths and weaknesses.

5. ITEMS

A smart explorer travels with the right tools. Here are just few items you may find to assist you on your adventure.



TRAM PASS

Rare, treasured object that allows travel aboard Hallownest's Royal Trams.



MONARCH WINGS

Wings of a monarchfly that grant momentary flight. Leap then leap again, and soar to new heights previously unreachable.



CRYSTAL HEART

The ancient core of a mining golem. Use its power to surge forward across huge gaps and between deadly hazards.

CHARMS



JONI'S BLESSING

A gift from the Blue Child Joni. Fills your body with precious Lifeblood, making you more resistant to damage, but unable to Focus.



GLOWING WOMB

Spawn tiny flying Knightlings that will give their lives to protect your own. Giving birth to Knightlings consumes Soul.



DEFENDER'S CREST

Worn by only the most valiant and honourable of knights, this mighty crest proudly claims one as a defender of the King and Kingdom.

THE SHADE

Upon death, you'll leave behind a shadowy remnant of your past life. This Shade holds a piece of the Knight's power and without it restored, you'll be significantly weakened.



To regain your lost power, return to the place of your death and defeat the Shade that waits there. Be warned, it will not sit idle and will attack on sight.

When vanquished, you'll regain the Geo of your previous life and your full ability to store Soul.



Being an echo of the Knight, the Shade gains strength and powers as you do. What begun as a surmountable enemy may evolve into your deadliest opponent.

6. SERVICES



SHOPS

Several of Hallownest's denizens make their living through trade. Seek them out and purchase their wares to gain valuable aids for your adventure.

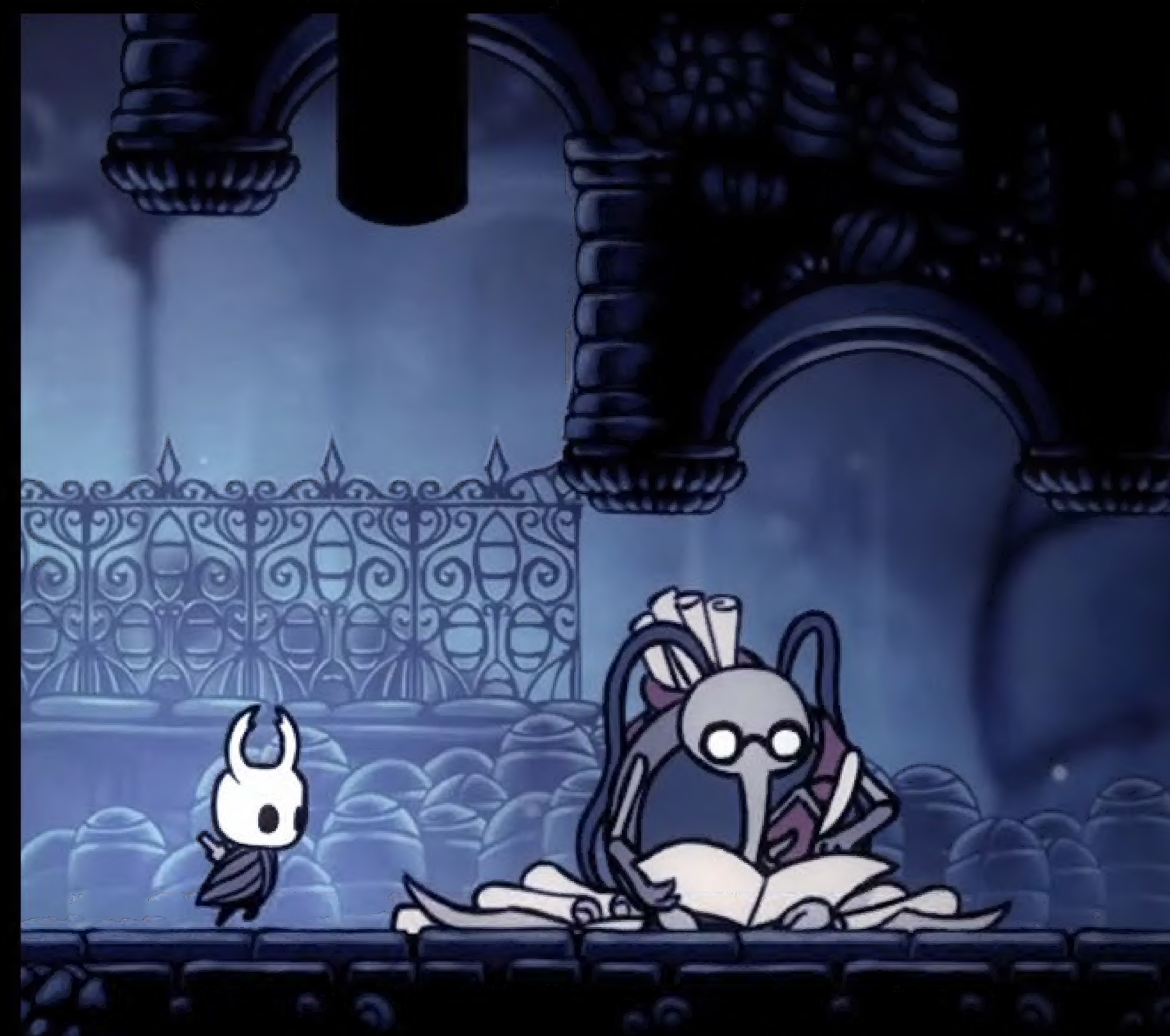
Each shopkeeper specialises in their own unique goods, and if the correct conditions can be met their stock will change over time.



THE BANK

At the base of Fog Canyon you may encounter Millibelle the banker.

For a small initial fee, Millibelle will allow you to deposit Geo for safekeeping. Visit her often if you fear your Geo may ever go missing.



THE NAILSMITH

Your broken nail may be effective early on, but it will soon be outclassed by the tough shells of bugs deeper down.

Visit the Nailsmith to repair and strengthen your nail.

Find him precious Pale Ore and he can reforge the blade to become even deadlier.



MAPS

Travelling about Hallownest, you'll meet Cornifer, the Cartographer.

He's busy charting the caverns and he'll sell you his maps for a small amount of Geo.

If you fancy adding to the maps yourself, additional supplies can be purchased from Cornifer's wife, Iselda, at their shop in Dirtmouth.



RELICS

Lemm, the Relic Dealer, makes his home in a tall tower of the City of Tears.

He'll eagerly offer Geo in exchange for rare antiques from about the Kingdom.



7. FRIENDS

Amidst all of Hallownest's dangers it pays to make what friends you can. Fortunately, several strange bugs are well worth getting to know. Each can offer valuable aid or insight on your long journey.



QUIRREL

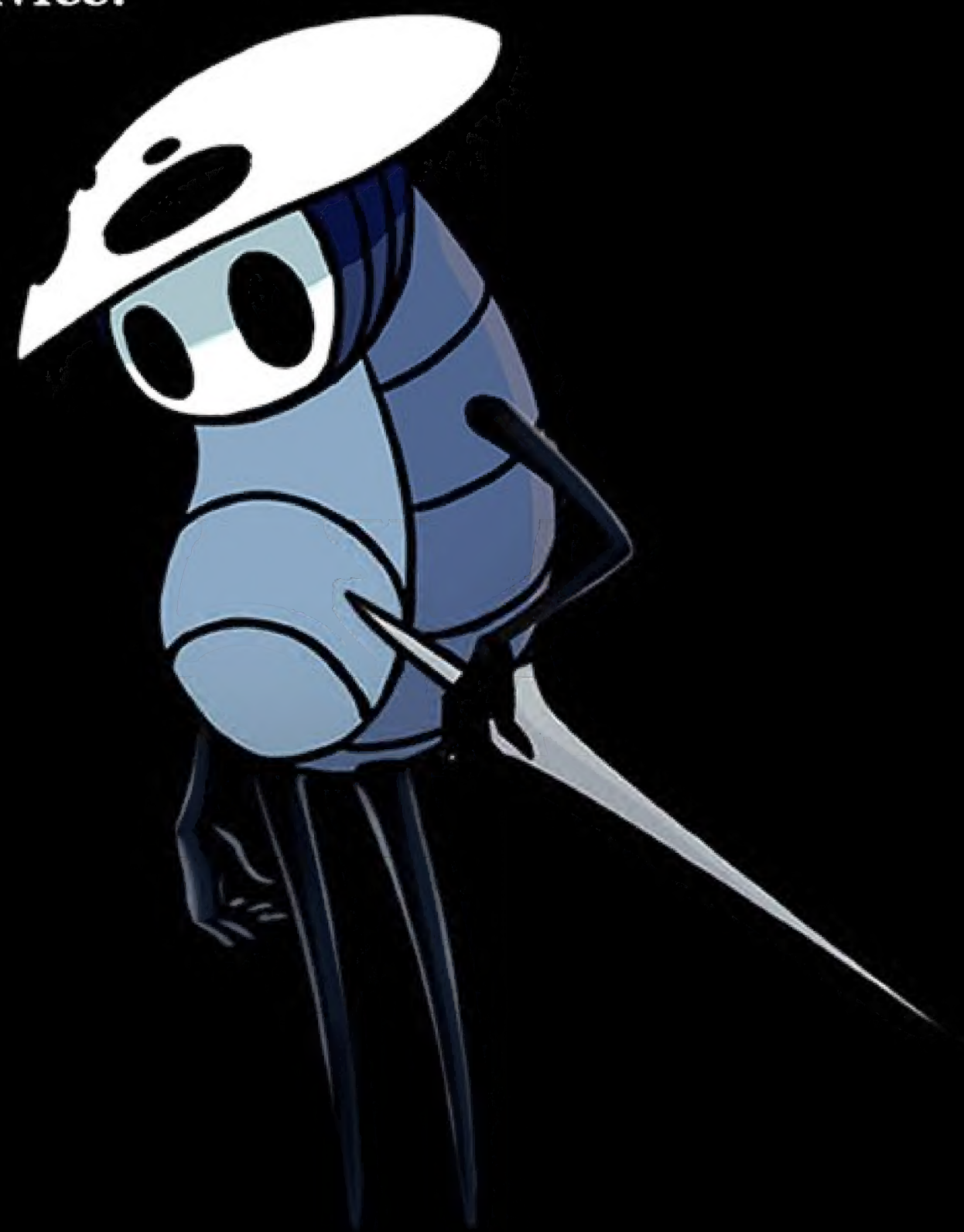
An inquisitive, up-beat explorer, fascinated by the myths of Hallownest.

Quirrel is an observer not a warrior, but he knows the Kingdom's dangers and has some skill with a nail.

ELDERBUG

The oldest resident of Dirtmouth and a friendly face for new travellers seeking the Kingdom.

If you're feeling lost in the dark below, visit him for advice.



CLOTH

A Cicada warrior who finds her courage challenged by Hallownest's many terrifying beasts.



BRETTA

A shy young beetle of Dirtmouth who's recently vanished from town.

If rescued, Bretta is likely too timid to thank her saviour directly, though she may be able to express her appreciation in more literary ways.

ZOTE

Curmudgeonly adventurer seeking fame and glory in Hallownest.

Zote charges head first into battle wielding his shellwood nail 'Life Ender' and with no fear for his personal safety.

His foolhardy behaviour will often land him in trouble, and in desperate need of assistance. Just don't expect any thanks if you choose to help him.

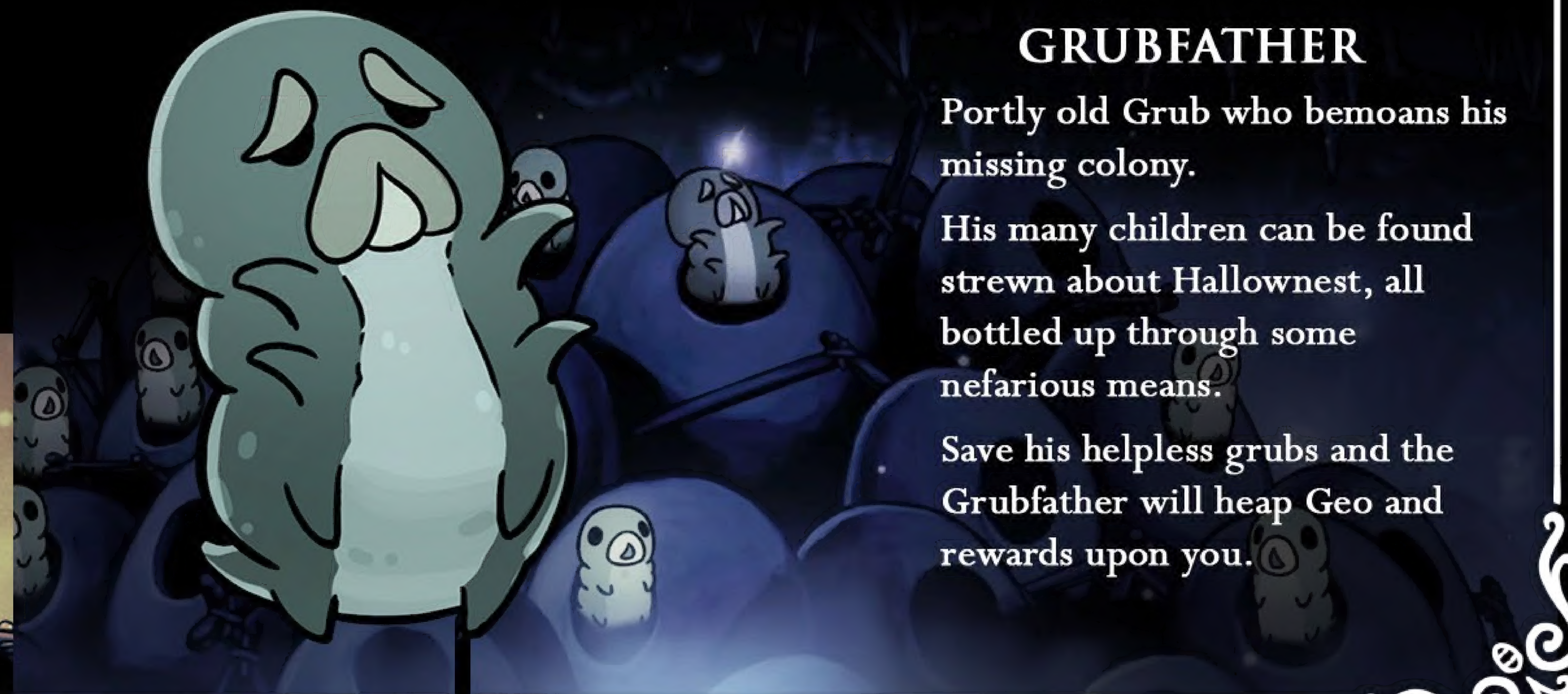


GRUBFATHER

Portly old Grub who bemoans his missing colony.

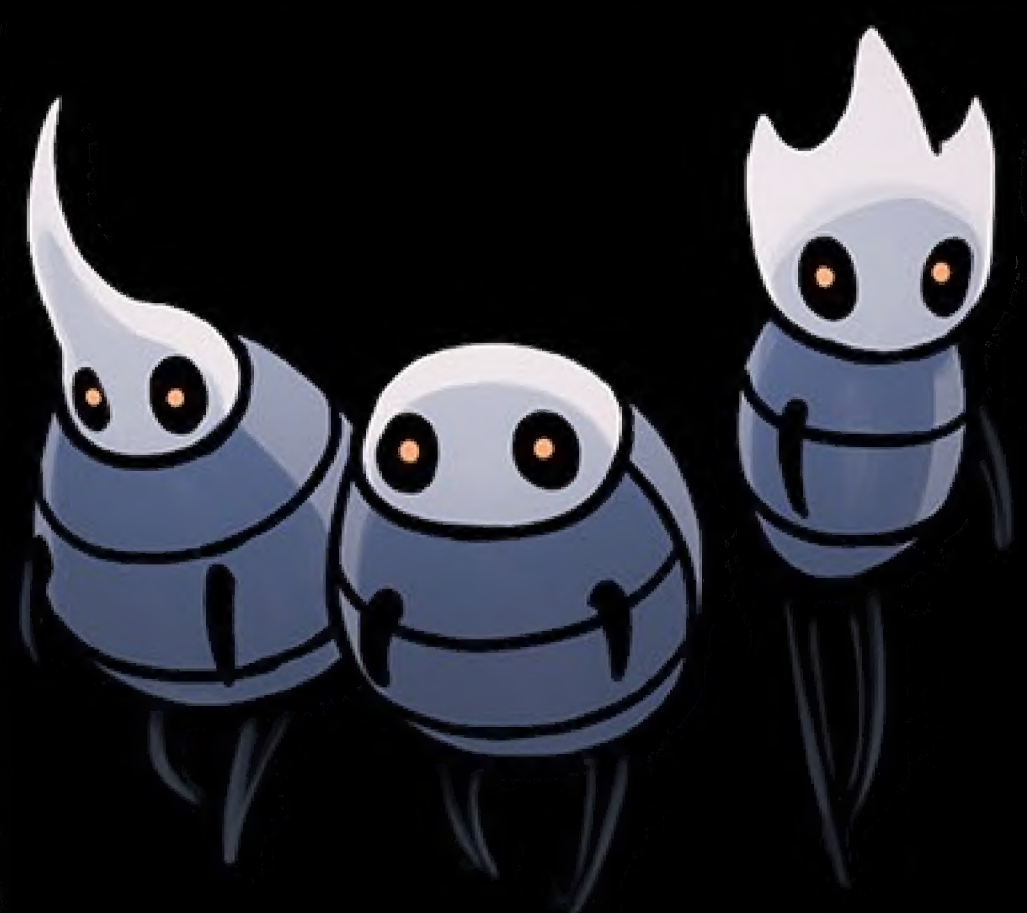
His many children can be found strewn about Hallownest, all bottled up through some nefarious means.

Save his helpless grubs and the Grubfather will heap Geo and rewards upon you.



8. FOES

The caverns boast a vast array of bizarre creatures, most determined to kill any intruders. Learn their behaviours well and what was once a formidable opponent can instead become a wealth of precious SOUL.



INFECTED HUSKS

Former bugs of Hallownest consumed by a mysterious force.

They come in all shapes and sizes, each with their own method of attack.



VENGEFLY

Common flying type bug that attacks its prey with sharp mandibles.

NAIL & SHELL HUSK

Warrior husk that still carries its weapons with it. Dodge its slashes and attack during its moment of vulnerability.



CRAWLID

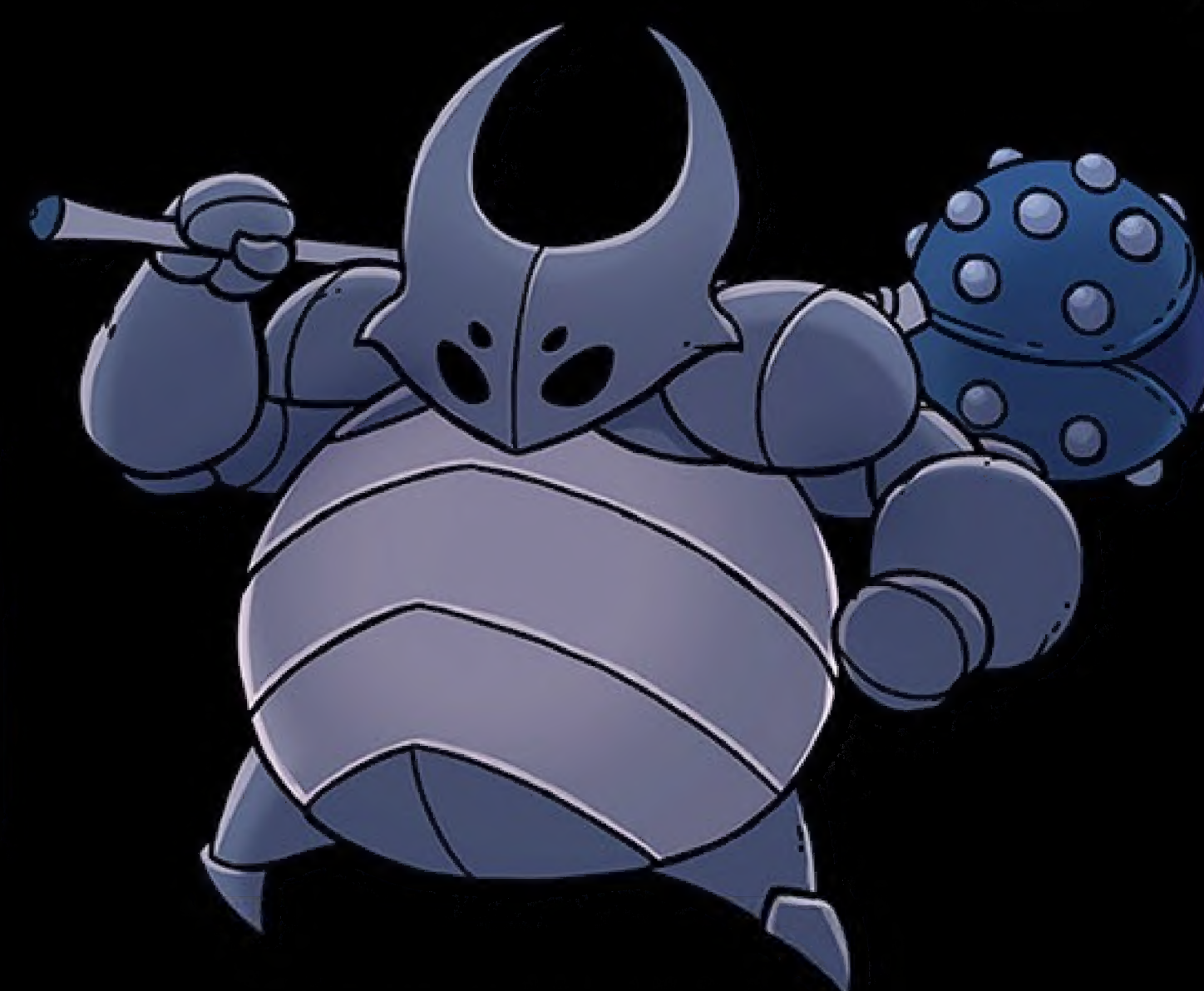
Crawler with a hard, spiked shell.



WARRIOR DREAMS

Lingering memories of particularly strong bugs. With the right equipment in hand, they can be challenged to duel.

BOSSSES



FALSE KNIGHT

Enormous titan hiding a shocking surprise.



MANTIS LORDS

Fierce leaders of the Mantis Tribe and its strongest warriors.



HORNET

Mysterious wanderer seeking answers in Hallownest's deepest depths. She wields a needle and thread with deadly prowess.



SOUL MASTER

Once wise bug, driven mad by misuse of Soul.



BROODING MAWLEK

Foul beast overcome by infection.

9. LANDS



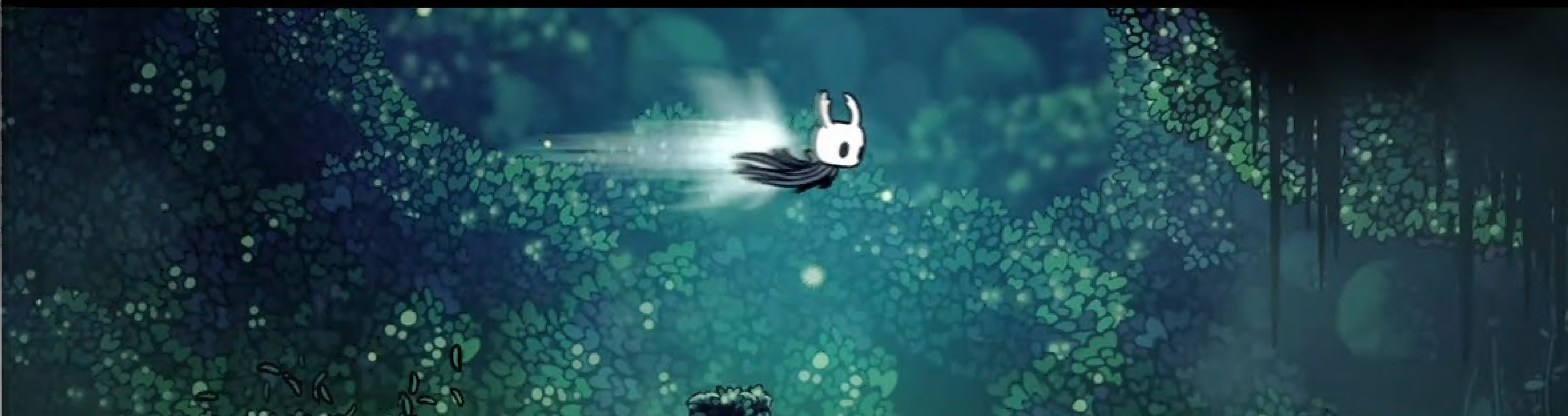
THE FORGOTTEN CROSSROADS

Goods and travellers used to flow through these ancient roads. They've long fallen to disrepair and become infested with aggressive bugs and husks of former residents.



CRYSTAL PEAK

A tall mountain once mined for its precious crystal. The husks of many miners still labour about their task.



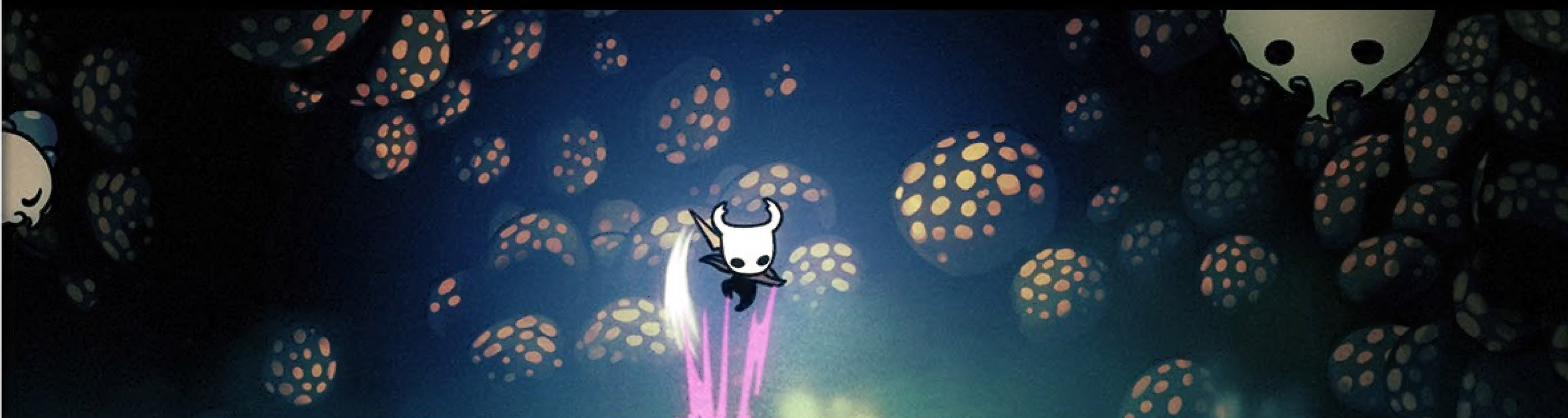
GREENPATH

Verdant depths guarded by a species of leafy bug. Pools of burning acid and thick overgrowth make navigation difficult.



THE CITY OF TEARS

The enormous capital of Hallownest and heart of the once great kingdom. The city is built into a single giant cavern and water now leaks from the ceiling above.



THE FUNGAL WASTES

Noxious caverns filled with spores. The creatures within are not bug but mushroom. They aggressively protect their territory.



DREAM

A plane beyond the physical world, difficult to enter and even more difficult to escape. The moths of the Resting Grounds are knowledgeable about dreams and may guide you towards it.

10. RUMOURS

The Stone Door

Residents of Dirtmouth have long pondered on a mysterious stone door at the base of the peak beyond their graveyard. Suggestions were once made to forcibly open the door, but awful groaning from within kept the townsfolk at bay.

The Arena

The kingdom once drew the strongest warriors from all corners. Most came not for riches, or answers, or to see the king, but to compete in the Colosseum of Fools, a fighting pit where only the strongest survive.

The Distant Village

In the darkest corner of Hallownest, tales tell of a mythical village that grants rest to weary travellers. Those who seek it must find peace there, for none ever return.

The Outsider Tribe

Walled off from the lands of the king, a species of airborne warriors were ruled by a queen who grew so huge she could no longer leave her domain.

The Great Knights

Five legendary figures once stood beneath the throne as the kingdom's protectors. Their names are long forgotten, and they must surely have died with their Age.

The Missing King

As Hallownest fell to ruin, its reclusive king abandoned his subjects and went into hiding. Whispers told that the most devout followers could still seek the king, though the journey was perilous beyond imagining.





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